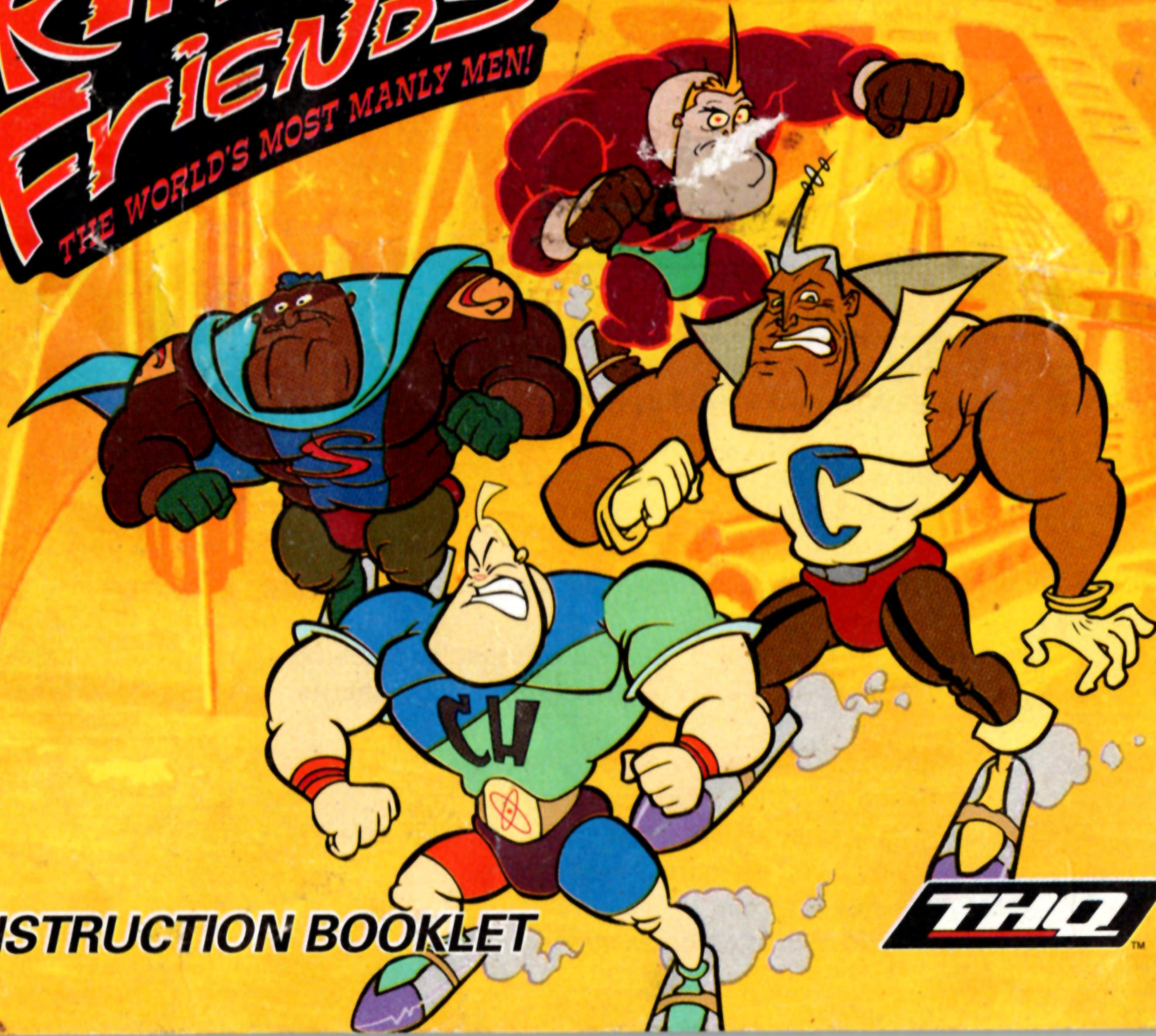


ED
GAMING
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GAME BOY®

THE CRAPPING FIENDS™

THE WORLD'S MOST MANLY MEN!



INSTRUCTION BOOKLET

THQ™

AGB-ARDE-USA

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE
MILD VIOLENCE

For more information on this product's rating,
call 1-800-771-3772 or visit <http://www.esrb.org>

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*Note: To play Multiplayer The Ripping Friends™, each player requires a copy of The Ripping Friends™ Game Pak, a Game Boy® Advance video game system, and a Game Link® Cable.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE
WHICH REQUIRES A GAME BOY® ADVANCE
GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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THE RIPPING FRIENDS™

The Ripping Friends are on the job! This team of the four most manly men in the world is on a mission to “RIP” anything that gets in the way of freedom and goodness. It is their sworn duty to make the Earth a safer place in which to be manly.



CRAG

Crag is the leader of The Ripping Friends, the older, wiser member. Crag is the one who gets the assignments and decides who the best men are for the job. Of course, The Ripping Friends are the best men for every job!



RIP

Rip is totally intense! He is always on the verge of exploding and will jump into action at every opportunity. Crag constantly has to hold him back, to Rip’s painful frustration. Rip’s great pride is his manly five o’clock shadow, with which he is able to sand down buildings.



THE RIPPING FRIENDS™



SLAB

Slab is the most sensitive member of the team. Misunderstood by the world around him because of his burly outward appearance, people often think he is not very smart. The truth is, he's a genius, just like all the other Ripping Friends. Slab constantly fights with his inner feelings, torn between the urge to love his fellow man or RIP him!



CHUNK

Chunk is young, modern and hip. He's always coming up with new rebellious methods of Ripping. Everybody loves Chunk, but they are concerned about his rash, youthful ways. If only he'd stop thinking about girls and "rock-and-rend" music, he could concentrate on more serious things, like Ripping!



IT'S RIPPING TIME!™

Rip, Chunk, Slab and Crag knew that something was up when they heard that the evil Citracett was heading their way, determined to put his most evil plot ever into effect. It had just been too quiet recently in R.I.P.C.O.T. - the Really Impressive Prototype City Of Next Tuesday (the "Next" is silent). Bent on destroying The Ripping Friends way of life, Citracett and other arch rivals have teamed up to challenge The Ripping Friends in a climactic final battle to decide the fate of the Earth!

SET UP

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of The Ripping Friends™ into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.



MULTIPLAYER SET UP

In order to play a Multiplayer game, each player will need a Game Boy® Advance system and each need a copy of The Ripping Friends™. In addition, one Game Boy® Advance Game Link® Cable is required for a two player game, two Game Link® Cables are required for three players to compete, or three Game Link® Cables are needed for four players. With the desired number of players connected, power on everyone's system, select Link Up on the Main Menu, then after everyone has chosen their character, select Deathmatch or Multiplayer modes.

GAME OBJECTIVES

Find the villains and beat them to a pulp in classic Ripping Friends style. Use pick-up items to help fight to save the world from evil.



TITLE SCREEN

- **Start** – Here we go! Choose your mode and start a brand new game of The Ripping Friends.
- **Link Up** – Access this section to link up with your friends for some Multiplayer action.
- **Password** – Use a password to continue where you left off. See page 11 to get the whole scoop.



MAIN MENU

- **One Player** – Take on the game with The Ripping Friend of your choice.
- **Multiplayer** – Tackle the main game with up to three of your friends.
- **Deathmatch** – Battle it out with up to three of your friends in this free for all battle.
- **Secrets** – Check out the Deathmatch levels you have unlocked while playing the game.



PLAYING A GAME

Controls

BUTTON

Control Pad
A Button
B Button
R Button + A Button
R Button + B Button
R Button + B Button (while in the air)
L Button

ACTION

Move Character
Jump
Punch
Roll Maneuver
Heavy Punch
Flying Attack
Pick up item



PLAYING A GAME

Character Select

You can select any one of the four Ripping Friends at the start of the game. The character you choose will play through all the levels of that game. When you start a new game, you may select a new character to play.



Special Skills/Modes

You can perform character specific Special Moves by filling up the manliness indicator (red bar) at the top of the screen. Fill the bar either by holding down the B Button until the bar reaches maximum, or by successfully completing a combo. The better the combo, the more the bar will fill. Once the bar is full, the character will occasionally flash to show he is now at full manliness and is ready for action! When the bar is full, press the L Button and R Button at the same time to activate the character's special move. Using a character's special move will use up the entire red bar. Each character has their own unique special move:



PLAYING A GAME

- Crag punches the ground so hard that the impact hurts all nearby enemies.
- Rip challenges anyone to hit him square on the chin. If they do, he rips them!
- Slab delivers a mega-strong punch.
- Chunk sits down and plays his GBA to strengthen his mind and spirit. His health bar will increase.

Manly Mode (Power up strength by holding Punch)

By pressing and holding down Punch (B Button), or by completing successful combo attacks, The Ripping Friends can increase their manly strength. The Red Bar at the top of the screen indicates manliness. When powering up (Hold the B Button), The Ripping Friends are shown to be clenching their fists and teeth tighter and tighter. Once the Manly Meter is full, The Ripping Friends can activate their special attack, or enter into "Ripping Mode" (see Page 10). Getting hit by another character will cancel the power-up stage. Remember, The Ripping Friends don't like it if you stop powering up before they have become truly manly!



PLAYING A GAME

Ripping Mode [Wreak 5 seconds of havoc]

When the Manly Meter (red bar) is at maximum, press the A Button and B Button simultaneously to activate "Ripping Mode," making the character faster and stronger for 5 seconds! Sometimes the extra speed can help in traversing some jumps. When the character is in Ripping Mode, the Manly Meter will steadily drop. Keep in mind, that while in Ripping Mode, you can still activate your character's special move -- at least as long as your Ripping Friend has enough manliness left.

Alternative Action [Hold the R Button for extra moves]

Holding down the R Button changes all of the regular moves into advanced moves. Holding the R Button and pressing Jump makes The Ripping Friend flip or dive out of the way of an oncoming punch. Holding the R Button and pressing Punch turns the regular swipe into a far more powerful uppercut or other serious hit. While in the air, the regular jump kick becomes a stomping move that crushes most enemies!

Pick-ups

Weapons: The Ripping Friends will find various pick up items that will help them in their fight against Citracett and his legion of criminal masterminds.



Note: Not all pickups are weapons



PLAYING A GAME

Guns



Popgun



Tommy Gun

Boxes and Crates



Wooden Box



Metal Drum

Health Items



Beef Steak (Health)



Pepper (Manliness)



Light bulb (Extra Life)

Pausing the game

Press START at any time to pause the game. Select CONTINUE to return to the action, or QUIT to exit the game and return to the Main Menu.



Passwords

After successfully completing a level, you will be given a password. The password lets you resume the game at the end of your last completed level, and allows you to continue the game from where you left off.



THE VILLAINS



CITRACETT

Citracett is a cowardly character who is no match for the power of The Ripping Friends. Equipped with a rocket pack, he hovers high above the Doomsday weapon, just out of reach of The Ripping Friends. From his airborne position, Citracett throws bombs down at the heroic foursome. After bouncing on the doomsday weapon, the bombs explode into tiny pieces. If you are caught in the blast, you'll be knocked out! If Citracett sees you, he'll come down, land beside you and try to kick you in the ribs before shooting back up out of reach. If the coast is clear for Citracett to land, he almost always will. Of course, not being a nice fellow, Citracett likes to show off. His greatest weakness is that while he is laughing, he is vulnerable to your attack. Get him while you can, or he'll shoot back up out of reach and curse at you from high above!

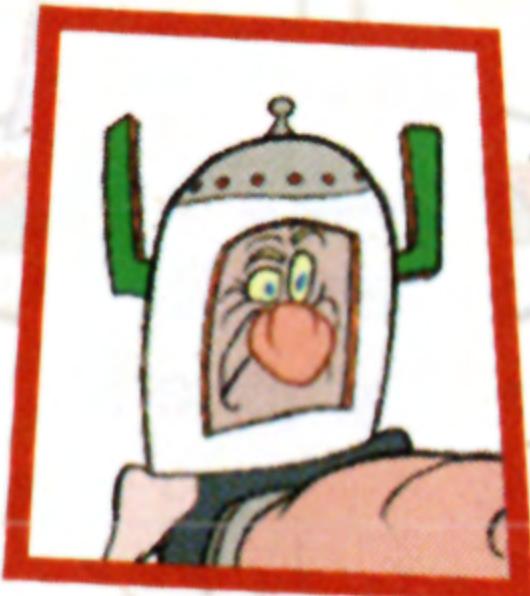


INDIGESTIBLE WAD

The Wad thinks he is indestructible and fights without fear. That is, unless he is weakened by the heat of the sun. The Ripping Friends find the Wad just as the sun is rising over the city of Haplessville. Just in time to Rip Wad senseless. Beware when Wad bounces around the room. He is most vulnerable when he is reeling from dizziness.



THE VILLAINS



THURSDAY MAN

Thursday Man thinks he is a master of time, but he is not quite as masterful as he would like to believe. Thursday Man takes shots at the Ripping Friends, hoping to destroy them, or at least stun them with his electrifying shock wave. Future Cat also joins in the fray by taking pot shots with his litter box. Can the Ripping Friends wreck Thursday Man's evil plans and return to their own time?



FLATHEAD

The Ripping Friends have insulted this spineless creature for the last time! In a fit of anger, Flathead jumps on an elevator in R.I.P.C.O.T Tower and wreaks havoc by tearing the spines from his opponents. His enormous size and ability to suck like a nuclear powered vacuum combine to make him a very powerful enemy. Attack him with everything you've got but when Flathead gets ready to suck you into his vortex, you'd better run!



THE VILLAINS



EUIL POOPERMAN

Believe it or not, Rip's shorts came to life. The shocking and terrible result was Evil Pooperman who is now using his evil powers to steer meteors toward the Earth. Now The Ripping Friends must rip Rip's shorts and destroy Evil Pooperman if they hope to save the planet.



STINKY BUTT and the GIANT STINK MONSTER

Stinky Butt is just in a clever disguise. Floating in the air, Stinky Butt is powered by gas and has the ability to create the dreaded Giant Stink Monster. He is big. He is stinky. He is the Giant Stink Monster and he's coming after The Ripping Friends. Sometimes he is transparent, but he can also be solid. The Giant Stink Monster will follow you around when he becomes transparent, trying to catch you and make you stinky! Don't let him turn solid when you are inside him or you'll be very sorry!



THE LEVELS

Level 1: Battle on the Doomsday Weapon

Citracett has created a doomsday bomb and it's headed straight for its final destination – R.I.P.C.O.T. Tower. Citracett and his goat ministers are fighting side-by-side against you and the Ripping Friends. Defeat him and disarm his flying bomb or R.I.P.C.O.T. will be destroyed.

Enemies

- Citracett in his Rocket-Pack
- Goat Ministers

Hazards

- Gun platforms
- Dangerous propeller blades
- Falling off the bomb



THE LEVELS

Level 2: Nighttime in the Zombie-Filled Streets of Haplessville

The Indigestible Wad continues his never-ending quest to quench his raging thirst. The Ripping Friends had just discovered a very dried-out Jimmy near R.I.P.C.O.T. Tower, and now they find a town filled with thirsty Zombies! The Ripping Friends know they have an urgent mission: to stop whatever is sucking the moisture from the town before it's too late – oh, and don't forget to save Jimmy, too!



Enemies

- The Indigestible Wad
- Wad Zombies
- Wad Zombie Postmen

Crag says: Avoid The Wad when he bounces around the room. He is most vulnerable when he is dizzy or running away.

Hazards

- Falling off rooftops



THE LEVELS

Level 3: Battle at R.I.P.C.O.T. Tower

Racing through the halls of R.I.P.C.O.T. Tower, The Ripping Friends are reminded that their tower headquarters is a huge building, full of surprises. Flathead and his army of clones have taken over R.I.P.C.O.T. You must make your way through the tower's maze of hallways to the main elevator where you'll face off against the spineless Flathead. Beware of Flathead Clones. Most importantly, watch your spine!

Enemies

- Flathead
- Flathead Clones
- Goat Ministers

Hazards

- Falling off platforms
- Pools of goo

Chunk says: Avoid the Big Suck! Hit him first or Flathead will try to draw you into his vortex and leave you spineless!



THE LEVELS

Level 4: Battle on the Meteor Destined for Earth

The Evil Pooperman's army of meteorites is heading for Earth with one goal – TOTAL DESTRUCTION! You and The Ripping Friends have to jump from one meteorite to another fighting through space to reach the Evil Pooperman. But before he can be defeated, you must first destroy Frictor -- only then will The Ripping Friends be able to save the Earth!



Enemies

- Evil Pooperman
- Frictor
- Moon Beasts
- Chest Thumb Cops

Hazards

- Moving Platforms
- Falling off meteorites



THE LEVELS

Level 5: Battle in Next Thursday

Thursday Man thinks he's safe in his room of time. He fires dangerous cannons at The Ripping Friends, but Thursday Man does have his weaknesses. Future Cat aids his loving master in the attacks, but through their superior intelligence and massive strength, The Ripping Friends can overcome this time traveling duo and save the world of Next Thursday.

Enemies

- Thursday Man
- Future Cat
- Citizens with Chest Thumbs
- Chest Thumb Cops

Rip says: Thursday Man's greatest weakness is his deep love for Future Cat.



THE LEVELS

Level 6: Battle at the Center of the Earth

Don't look now, but Citracett is disguised as Stinky Butt! He plans to set off a huge smelly gas explosion at the center of the Earth that will trigger the end of the world. The Ripping Friends must fight him to save the planet before he releases the Giant Stink Monster! Here's your chance to end the evil once and for all. The Ripping Friends are up to the challenge. LET'S RIP!!!



Enemies

- Lava Beasts
- Stink Monsters
- Goat Ministers
- Giant Stink Monster
- Stinky Butt
- Stinky Fairy

Hazards

- Moving Platforms
- Searing lava pools

Crag says: Throw a Bomb at the Stink Monster, but remember: timing is everything!



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GAME BOY ADVANCE

*Dream
Scheme*

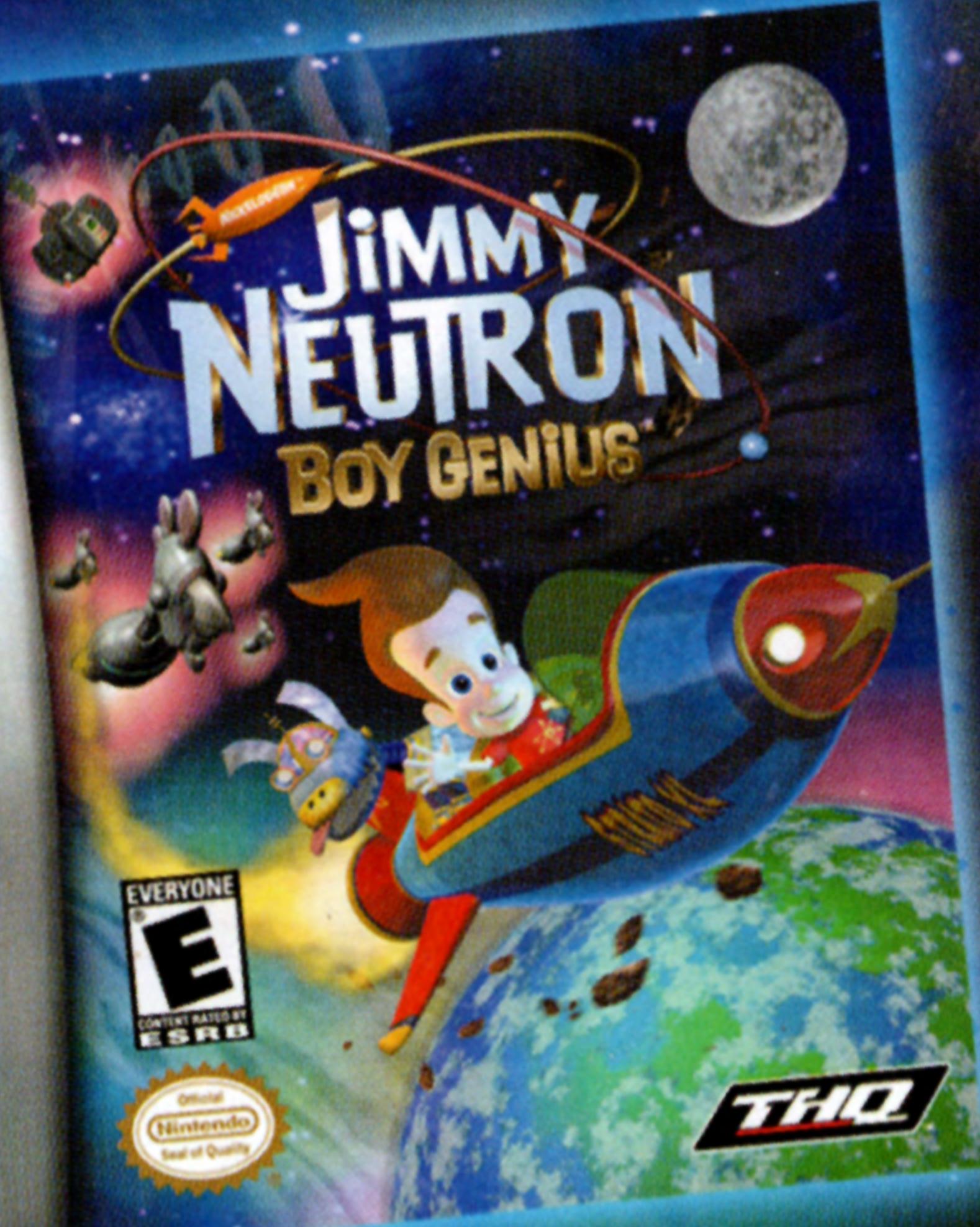
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Calabasas Hills, CA 91301



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EVERYONE



Mild Violence

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